



Richard Garriott ✓
@RichardGarriott



I find discussions on the strengths and weaknesses of each of my games interesting, because in my mind, each was a new experiment with most every feature. Thus, hit and miss would be expected across the board. Interesting which bits stand the test of time.

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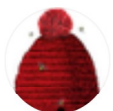
Sergorn Dragon @UltimaReturn · 10 may. 2020

Respondiendo a @UltimaReturn @Malkavian_81 y 6 más

So coming after this strong thematic narrative from U6 (nevermind how revolutionnary U4&5 were), U7 felt like its theme like "Look kids : sects are evil" and "rich ruling folks are oblivious to poor people" which I mean, I came to expect more to Ultima at that point. 🙄

2:42 p. m. · 10 may. 2020 · Twitter for iPhone

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Tim Magee @uriy · 10 may. 2020

En respuesta a @RichardGarriott

I think the only thing I didn't love about UVII was having to keep a boot diskette to run it off. I came on board at UVI which itself was a total monkey on my back (in a good way). I'd never seen such a rich & deep game before.



1



1



2



Personas relevantes



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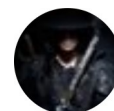
Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



Sergorn Dragon
@UltimaReturn

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Ultima: Return is a free fan-made game based upon the legendary Ultima series and taking place on the Serpent Isle. (Currently on Hold)



Lord Malkavian
@Malkavian_81

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"50 billion dollars down the drain"
Lead Rider, Gold Writer, Harpsichord Compiler. See "Sharp". I'm the Won, you're the Loth. Now, Canst Thou Play The Game?

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